

OPENING BID		RESPONSE		OPENER'S REBID	
BALANCED HANDS					
12-14	Open 1NT - No strong 5-card major No singleton or void Max 1 doubleton	0-10	Pass, but with 5+ card suit bid 2♦/♥/♠	12-14	Always pass this 2♦/♥/♠ 'weakness takeout'
		11-12	Balanced: 2NT or Stayman 2♣ (see below)	12-14	Bid 3NT game with 13/14 points, with 12, pass
		13+	Balanced: bid 3NT- game		Pass
			4-card major: Stayman 2♣ (or 3NT)		2♠/2♥ positive response. 2♦: negative
			5-card major: bid 3 of major 3♠/3♥		With 3 cards in the major, bid 4. If not: bid 3NT
6-card major: bid game 4♠/4♥		Pass			
15-19	Open long suit and rebid NT		Respond as for one of a suit opening bid <i>see below</i>	15-16	Rebid NT at lowest level (pass a 1NT response)
20-22	Open 2NT Balanced	0-3	Pass	20-22	Pass
		4+	4-card major: Stayman 2♣ (or 3NT)		2♠/2♥ positive response. 2♦: negative
			5-card major: bid 3 of major 3♠/3♥		With 3 cards in the major, bid 4. If not: bid 3NT
			6-card major: bid game 4♠/4♥		Pass
		11+	Slam? Bid 4NT (bal) or try for slam (unbal)		
23+	Open 2♣ Balanced/Unbalanced	0-7	Bid 2♦ (negative response) relay bid	23-24	Balanced: Bid 2NT
		8+	Make positive response/bid long suit/NT	23+	Bid on until game reached
UNBALANCED HANDS					
12+	1♠/1♥/1♦/1♣ Always open your longest suit Bid higher ranking of 2 equal length suits (but with 4♣ + 4♥ open 1♥) (With 11 or 10 HCP use the Rule of 20) see below	0-5	Pass	12+	Pass with minimal hand (you're on your own!)
		6-9	Raise partner's <u>major</u> with 4+ cards	12+	After NT or same suit (limit bid) pass if don't have game points. Raise by one level if game possible, bid game if certain!
		10-12	Bid 2 of the suit	12-15	After new suit response You must bid! Raise partner's suit with 4+ card fit Bid new suit at the 1 or 2- level, <i>below your barrier</i> Rebid your 5+ card suit
		13+	Bid 3 of the suit		
		13+	Bid 4 of the suit (game)		
6+	Bid a new suit at lowest level Can bid at the 2-level - only if necessary (Note that 1♠: 2♥ promises 5 hearts)	18+	Jump support partner's suit with 4+ card fit Jump rebid your suit with 6+ cards New suit bid <i>above your barrier</i> to show strength		
10+	Bid NT if none of above possible 1NT- <u>any shape</u> : no 4-card major 2NT: balanced 3NT: balanced Jump shift: bid a new, strong suit, 6+ cards	19+	Bid game in partner's suit or 3NT		
5-9	2♠/2♥/2♦ Weak 2's 6-card suit + 2 honours	0-15	Pass (or with 3+ in partners suit, raise to 3)	5-9	Do not bid again unless partner bids 2NT. <i>Weak</i> : bid 3 of your suit: <i>Strong</i> : New suit with A/K or 3NT with top honours in your suit.
16+	Asking bid: 2NT 3NT: with good cards in other suits				
Rule of 20: Add HCP to the total number of cards in your 2 longest suits. If 20+ you may open,				Game contracts: 3NT 4♠/4♥ 5♦/5♣	

